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CMPT 220
Project 2 Milestones
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INSPIRE ME!

IMPETUS FOR APPLICATION DESIGN

One of the major issues to affect artists is the so-called "block." Writers know it as "writer's block" but "artist's block" affects artists all the time and the result is the same: "I have nothing to write/paint/draw/create!!" In the social media world, artists have tried to address this by creating the 30 Day Challenge, such as Inktober (http://mrjakeparker.com/inktober), or the Drawing-a-Day challenge, but the feedback is often the same. "What do I create?"

INTENDED & PROSPECTIVE SYSTEM DESCRIPTION

My application idea is to create a random idea generator for these struggling artistic types. The app would generate a random idea to spark the user's creativity. Ideally, it would have a base set of ideas, with the user either generating a totally random idea or specifying different areas, such as medium or genre. Drilling down this way would result in a targeted idea suited specifically for the user's needs.

I would also like to have the user create an account and save their favorite ideas. If time (and ability) allows, I would like to create a sharing environment where users could add their own lists of inspiration. My vision for this would be an Android/iPhone app.

Overall, the idea for this project is to, first and foremost, create an application to help users break out of their block and, secondly, to create an environment for sharing inspiration based around the specific ideas generated.

COMPLETED

At present, I have created the basic java code and matrix needed to generate and select the ideas. This selection process is able to generate a single idea, either random or specified. The program uses a multi-dimensional array to store the lists & idea data and Math.random to generate random numbers that can then be used to reach into that array. I am using if/else statements currently, instead of methods, simply to test my coding. I have also installed Android Studio, as indicated by Professor Rivas, but have been experiencing a steep learning curve. I have never used this software and am really unsure how to proceed with it.

NEXT STEPS

As the UML diagram below indicates, the next phase of the application is to expand the simple, random
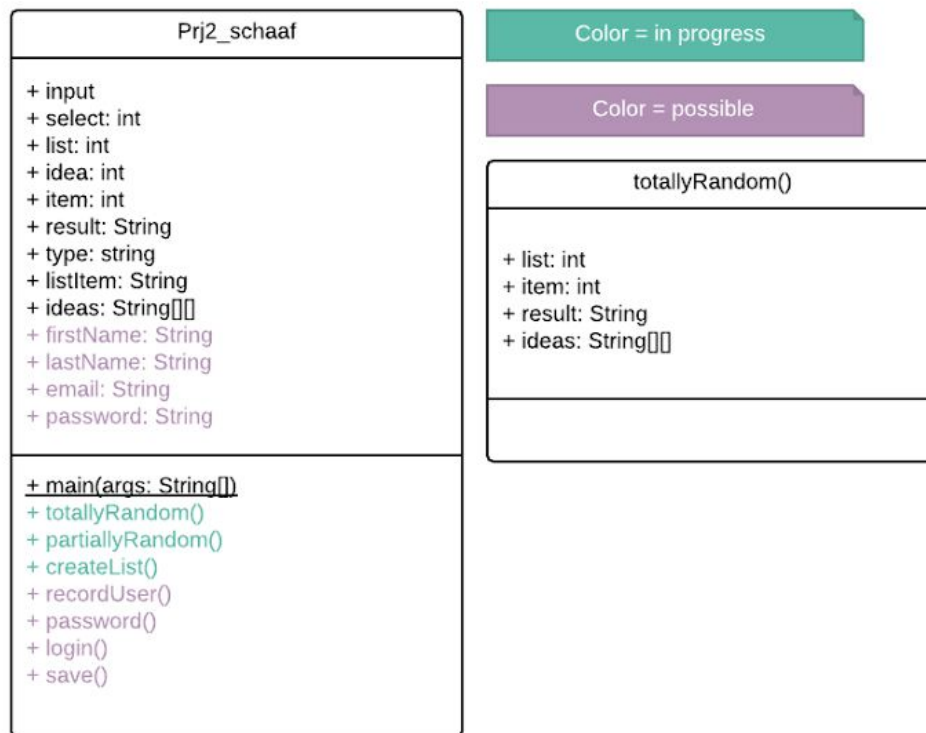
generator coding into separate methods: totallyRandom() and partiallyRandom(). Also in the current phase, I plan to implement the createList() method, which will allow the user to add their own lists to the matrix.

After that, I will be working on adding the ability to create a user profile(objects), which will *hopefully* allow the user to save their favorite random results. I will also be working to learn the Android Studio environment. I have never worked with this and it seems to not use straight java, so I will be seeking assistance with learning how to implement my java coding into this software.

UML DIAGRAM

As my programming proceeds, I will be expanding the UML diagram (and this document) to incorporate my individual methods & classes.

Prj2_schaaf
+ input + select: int + list: int + idea: int + item: int + result: String + type: string + listItem: String + ideas: String[][] + firstName: String + lastName: String + email: String + password: String
+ main(args: String[]) + totallyRandom() + partiallyRandom() + createList() + recordUser() + password() + login() + save()

Color = in progress

Color = possible

totallyRandom()
+ list: int + item: int + result: String + ideas: String[][]

COMPETITOR SURVEY

Some competitors/similar applications to INSPIRE ME! are:
Smartphone Apps
- NONE

Web

- ArtPrompts: http://artprompts.org
- (Art) concept idea generator:
  http://www.fantasynamegenerators.com/art-concept-idea-generator.php#.WOPDtBiZM6g
- Random Art Prompt Generator: http://www.magatsu.net/art/
- Concept Art Brief & Idea Generator: https://www.conceptstart.net